

Team Culture: Name



Short Description

Rules Part 1: Game Design

- Design a game using your values of ...
- Score Points for Design

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Rules Part 2: Group Activity

- Score points for group work

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Rules Part 3: Teach/Learn The Game

- Using your team values, decide how to teach your game and learn another team's game. Execute it.

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Rules Part 4: Play a Game

- Score points for playing someone else's game

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Team Culture: SPEED



Your team is under intense pressure to deliver. With commitments and deadlines always looming, you are constantly aware the utmost goal is reaching the finish line as quickly as possible. First to market, is the market.

Rules Part 1: Game Design

- Design a game using your values of efficiency, speed, and first to market.
- Everyone on the team earns (1) point for successfully meeting all requirements of the game and getting approval from the product owners (facilitators).

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Rules Part 2: Group Activity

- Everyone on the team earns (1) bonus point for finishing design of your game first. There are no points for second place!

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Rules Part 3: Teach/Learn The Game

- Using your team values, decide how to teach your game and learn another team's game. Execute it.

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Rules Part 4: Play a Game

- Everyone on the team earns (1) point if the team is the first to finish two complete games (i.e., someone has won, or a tie occurs).

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Team Culture: HARMONY



The team is the heart of the organization. Working together closely, your team operates more like a family, and less like a machine. Cooperation, collaboration, and whole-team participation is the name of the game. Win or lose, you're all in it together.

Rules Part 1: Game Design

- Design a game together using your values of harmony, collaboration, and whole team inclusion.
- Everyone on the team earns (1) point for successfully meeting all requirements of the game and getting approval from the product owners (facilitators).

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Rules Part 2: Group Activity

- Retrospect. Everyone earns (1) bonus point if they can express how they contributed to the game design.

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Rules Part 3: Teach/Learn The Game

- Using your team values, decide how to teach your game and learn another team's game. Execute it.

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Rules Part 4: Play a Game

- Everyone on the team earns (1) point if the entire team helps each other learn, play, and win the game. The focus is on developing skills across the team, not being the best individual player.

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Team Culture: INDIVIDUAL SILOS



Being an expert is crucial to recognition (and rewards). As a specialized group of experts, your team operates in individual silos of knowledge and skills. By optimizing each individual, your team believes the end result is superior.

Rules Part 1: Game Design

- Design a game together using your values of individual expertise.
- Communication between team members is not allowed unless approved and supervised by the Team Lead.
- Everyone on the game earns (1) point if the game meets all requirements and is approved by the Product Owner (workshop facilitator(s)).

Before getting started, choose which individuals on the team are experts in:

- Game documentation
- Artwork
- Scoring systems
- Turn order
- Game rules/play
- Team leader / manager

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Rules Part 2: Group Activity

- Award the Team Lead (1) bonus point for managing dependencies successfully. Team Lead may give (1) bonus point to a single team member, if desired.

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Rules Part 3: Teach/Learn The Game

- Your team lead is responsible solely for teaching your game and learning another team's game and teaching it to you.

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Rules Part 4: Play a Game

- The Team Lead is available for questions only between games. Everyone on the team earns (1) point if they complete the game twice.

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Team Culture: INDIVIDUAL ACHIEVEMENT



We only hire the best, so we only reward the best. Your team operates in a pay for performance environment. The biggest, brightest dog eats. All others beg for scraps.

Rules Part 1: Game Design

- Design a game together using your values of being a "rock-star", motivation, and competition.
- Everyone on the team earns (1) point for successfully meeting all requirements of the game and getting approval from the product owners (facilitators).

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Rules Part 2: Group Activity

- Determine who contributed the most rules. That individual earns (1) bonus point.

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Rules Part 3: Teach/Learn The Game

- Using your team values, decide how to teach your game and learn another team's game. Execute it.

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Rules Part 4: Play a Game

- The individual who wins the most games earns (1) bonus point.

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